EDUCATION

Texas A&M University May 2021
Bachelor of Science in Computer Science, Minor in Earth Sciences Cum Laude Graduate
GPR: 3.686

SKILLS

Proficient Languages: Java, Java/TypeScript, C/C++, Python, C#, SQL, HTML, CSS
Other Skills: Spring Boot, Angular, GraphQL, React, Git, Communication, Leadership

EXPERIENCE

Software Engineer II August 2021 - Present
Dell Technologies

- Worked as part of Agile team to build and maintain scalable API microservices with a total weekly volume of 930 million weekly requests using Java, Spring Boot, and Oracle
- Reduced microservice aggregation response time by a factor of 10 through the creation of a GraphQL client application
- Built and maintained accessible and user-friendly web portals using TypeScript/Angular and Java/Spring Boot to facilitate onboarding to RESTful API microservices
- Reduced major and critical security vulnerabilities from over 50 to 0 overall vulnerabilities by completing the upgrade of an Angular 12 application to Angular 15

Java Full-Stack Developer Certification January 2022 – October 2022
Simplilearn Industry Bootcamp

- Participated in 6-month bootcamp of instructor-led courses, guided and solo practice, and independent readings to further develop competencies with full-stack development tech
- Leveraged React.js, Spring Boot, and MySQL to develop a full-stack e-commerce application as part of a solo capstone project

Software Engineering Intern June 2020 – August 2020
BP p.l.c

- Worked in a team of six to develop a full-stack online recruitment platform using Flask, MongoDB, and Microsoft Azure for virtualization
- Wrote Python scripts to parse uploaded resumes, managed Azure virtual machine deployments and security, created MongoDB schemas for backend

Computer Science Teaching Assistant January 2021 - May 2021
Texas A&M Computer Science Department

- Taught C++ in the context of computer systems (memory, synchronization, etc…)
- Held office hours to assist students with labs and assignments related to Computer Architecture, Computer Systems, and Programming Studio

PROJECTS

ColorClimb Spring 2021
Computer Vision Indoor Climbing Assistant

- Implemented Python code utilizing OpenCV libraries to identify handhold paths based on color to assist colorblind people with path selection in indoor rock climbing
- Collaborated with three other developers to develop an iOS app for usage

TAMU Hack January 2019
Facial Recognition Classroom Attendance Solution

- Implemented facial recognition using Azure Cognitive Services to identify students

CodeRed Hackathon November 2018
Endless Side-Scrolling Platformer Game

- Implemented procedural terrain generation to enable an endless side-scrolling game
- Implemented sprite tiling and created UI themes to create visually appealing graphics